A SHORT TREATISE On the GAME of PIQUET.

Directing with Moral Certainty how to Discard any Hand to Advantage, by shewing the Chances of taking in any one, two, three, four, or five certain Cards.

COMPUTATIONS for those who Bet their Money at the Game.

Also the LAWS of the GAME.

To which are added,

Some RULES and OBSERVATIONS for playing well at CHESS.

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A TREATISE

On the GAME of

PIQUET.

CHAP. I.

General RULES *for playing at* PIQUET.

I,

OU are to play by the Stages of your Game; what is meant by them is, that when you are backwards in the Game, or behind your Adversary, you are to

play a puſhing Game, otherwiſe you are to make twenty-ſeven Points elder-hand, and thirteen Points younger-hand; and you are always to compare your Game with your Adverſary's, and diſcard accordingly.

II.

You are to diſcard in expectation of winning the Cards, which is ſo eſſential a part of the Game, that it generally makes twenty-two or twenty-three Points difference; therefore you are not to diſcard for low *Quatorze*, ſuch as three Queens, three Knaves, or three Tens, becauſe in any of theſe Caſes, the Odds are three to one elder-hand that you do not ſucceed, and ſeventeen to three younger-hand; for let us ſuppoſe you ſhould go for a *Quatorze* of Queens, Knaves, or Tens, and throw out an Ace or a King, by ſo doing you run the Risk of loſing above twenty Points, in

in expectation of winning fourteen Points.

III.

At the beginning of a Partie you are to play to make your Game, which is twenty-ſeven Points elder-hand and thirteen Points younger-hand: therefore ſuppoſe you are elder-hand, and that you have a *Terce-Major* and the Seven of any Suit, it is five to two but that you take in one Card out of any four certain Cards; therefore ſuppoſe you ſhould have three Queens, three Knaves, or three Tens, you are in this Caſe to diſcard one of them preferably to the Seven of ſuch a Suit, becauſe it is three to one that you do not take in any one certain Card elder-hand to make you a *Quatorze*, and conſequently you diſcard the Seven of ſuch a Suit to a great Diſadvantage.

IV.

If your Adverſary is greatly before you in the Game, the conſideration of winning the Cards muſt be put quite out of the queſtion: therefore, ſuppoſe you ſhould have a *Quart* to a Queen, or a *Quart* to a Knave; in which caſe it is only about five to four, being elder-hand, but that you take in a Card to make you a *Quint*, and about three to one but that you take in a Queen, a Knave, or a Ten; ſhould you have three of either dealt you, it is good play to make a Puſh for the Game, particularly if it is ſo far advanced as to give you but little chance for it in another Deal; and in this, and other Caſes, you may have recourſe to the Calculations aſcertaining the Odds.

V.

To gain the Point, generally makes ten

ten Points difference; therefore when you diſcard you muſt endeavour to gain it, but not risk the loſing of the Cards by ſo doing.

VI.

The ſaving of your Lurch, or the lurching of your Adverſary is ſo material, that you ought always to risk ſome Points to accompliſh either of them.

VII.

If you have ſix Tricks with any winning Card in your Hand, never fail playing that Card, becauſe at leaſt you play eleven Points to one againſt yourſelf by ſo doing, unleſs in play you diſcover what Cards your Adverſary has laid out.

VIII.

If you are greatly advanced in the

Game, as ſuppoſe you are eighty to fifty, in that caſe it is your Intereſt to let your Adverſary gain two Points for your one as often as you can, eſpecially if the next Deal you are to be elder-hand; but if on the contrary you are to be younger-hand, and are eighty-ſix to fifty or ſixty, never regard the loſing two or three Points for the gaining of one, becauſe that Point brings you within your Shew.

IX.

The younger Hand is to play upon the defenſive; therefore, in order to make his thirteen Points, he is to carry *Terces*, *Quarts*, and eſpecially to ſtrive for the Point: but ſuppoſe him to have two *Terces* from a King, Queen, or Knave, as it is twenty-nine to twenty-eight that he ſucceeds, he having in that caſe four certain Cards to take in to make him a *Quart* to either of them, and

and perhaps thereby ſave a *Pique*, &c. he ought preferably to go for that which he has the moſt chance to ſucceed in: but if inſtead of this Method of play he has three Queens, Knaves, or Tens, and ſhould attempt to carry any of them preferably to the others, the Odds that he does not ſucceed being ſeventeen to three againſt him, he conſequently diſcards to a great Diſadvantage.

X.

The elder or younger-hand is ſometimes to ſink one of his Point, a *Terce*, or three Kings, Queens, Knaves, or Tens, in hopes of winning the Cards; but that is to be done with Judgment, and without heſitating.

XI.

It is often good play for a younger-hand not to call three Queens, Knaves, &c. and to ſink one Card of his Point,

which his Adversary may suppose to be a Guard to a King or Queen.

The younger-hand having the Cards equally dealt him, is not to take in any Card if thereby he runs the Risk of losing them, unless he is very backward in the Game, and has then a Scheme for a great Game.

XIII.

If the younger-hand has a probability of saving or winning the Cards by a deep Discard; as for example, Suppose he should have the King, Queen, and Nine of a Suit, or the King, Knave, and Nine of a Suit, in this case he may discard either of those Suits, with a moral certainty of not being attack'd in them, and the Odds that he does not take in the Ace of either of those Suits being against him, it is not worth his while

while to diſcard otherwiſe in expectation of ſucceeding.

XIV.

The younger-hand having three Aces dealt him, it is generally his beſt play to throw out the fourth Suit.

XV.

The younger-hand is generally to carry Guards to his Queen-Suits, in order to make Points and to ſave the Cards.

XVI.

When the younger-hand obſerves that the elder-hand, by calling his Point, has five Cards which will make five Tricks in play, and may have the Acé and Queen of another Suit, he ſhould throw away the Guard to that King, eſpecially if he has put out one of that Suit, which

which his Adverſary may ſuppoſe to be a Guard to a King or Queen.

XII.

The younger-hand having the Cards equally dealt him, is not to take in any Card if thereby he runs the Risk of loſing them, unleſs he is very backward in the Game, and has then a Scheme for a great Game.

XIII.

If the younger-hand has a probability of ſaving or winning the Cards by a deep Diſcard; as for example, Suppoſe he ſhould have the King, Queen, and Nine of a Suit, or the King, Knave, and Nine of a Suit, in this caſe he may diſcard either of thoſe Suits, with a moral certainty of not being attack'd in them, and the Odds that he does not take in the Ace of either of thoſe Suits being againſt him, it is not worth his while

while to diſcard otherwiſe in expectation of ſucceeding.

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will give him an even chance of ſaving the Cards.

XVII.

If the elder-hand has a *Quart* to a King dealt him, with three Kings and three Queens (including the King to his *Quart*) and that he is oblig'd to diſcard, either one of his *Quart* to the King, or to diſcard a King or Queen,

Query. Which is beſt for him to diſcard?

Anſwer. The Chance for taking in the Ace or Nine to his *Quart* to a King, being one out of two certain Cards, is exactly equal to the taking either a King or a Queen, having three of each dealt him; therefore he is to diſcard in ſuch a manner as gives him the faireſt probability of winning the Cards.

The foregoing Caſe may be a general Direction to diſcard in all Caſes of the like

like nature either for the elder or younger Hand.

XVIII.

Suppoſe the elder-hand has taken in his five Cards, and that he has the Ace, King, and Knave of a Suit, having diſcarded two of that Suit; he has alſo the Ace, King, Knave, and two ſmall Cards of another Suit, but no winning Card in the other Suits.

Query. Which of theſe Suits is he to play from, in order to have the faireſt chance of winning, or ſaving the Cards?

Anſwer. He is always to play from the Suit of which he has the feweſt in number; becauſe, if he finds his Adverſary guarded there, the probability is in his favour that he is unguarded in the other Suit; and ſhou'd he play from the Suit of which he has the moſt in number, and finds his Adverſary's Queen guarded, in that Caſe he has

has no chance to save or win the Cards.

XIX.

If the elder-hand is sure to make the Cards equal, by playing of them in any particular manner, and is advanced before his Adversary in the Game, he is not to risk the losing of them; but if his Adversary is greatly before him, in that case it is his Interest to risk the losing of the Cards, in expectation of winning of them.

CHAP. II.

Particular RULES *and* CASES.

I.

SUPPOSE you are elder-hand, and that you have dealt you a *Quart-major* with the Seven and Eight of Clubs, the King and Ten of Diamonds, the King and Nine of Hearts, with the Ten and Nine of Spades.

Query, Whether you are to leave a Card, by carrying the *Quart-major* and two more of the same Suit for the Point, with two other Kings, or to throw out one Card of your Point?

Answer, If you throw out one Card of your Point, there is a possibility that you reckon only five Points, and that your Adversary may win the Cards, by which

which Event he gets eleven Points, beſides his three Aces, *&c.* which gives you a bad chance for the Game: But by leaving a Card, and admitting that one Card of conſequence lies in the five Cards which you are intitled to take in, it follows that you have four chances to one againſt leaving that Card, and conſequently it is your Intereſt to leave a Card: The Odds is alſo greatly in your favour that you take in ſome one of the following Cards in four Cards, *viz.* there are two to your Point, three Aces, and one King.

II.

If you ſhou'd happen to have the Ace, King, and four ſmall Cards of any Suit, with two other Kings, and no great Suits againſt you, the like Method of the former Caſe may be practiſed.

III. Sup-

III.

Suppoſe you ſhou'd have the King, Queen, and four of the ſmalleſt Clubs, the King and Queen of Diamonds, the Ace and Knave of Hearts, and the King and Nine of Spades.

Query. How are you to diſcard with a probability of making the moſt Points?

Anſwer. You are to throw out the Queen and four ſmall Clubs, and to carry three entire Suits, with the King of Clubs; for this reaſon, becauſe the Chance for your taking in the fourth King, is exactly the ſame as the Chance of taking in the Ace of Clubs, in either of which Caſes it is three to one againſt you; but if you fail in taking in the fourth King, by diſcarding thus you have a fair Chance to win the Cards, which will probably make twenty-two Points difference; but ſhou'd you diſcard with an Expectation of taking in

the

the Ace of Clubs, and ſhou'd happen to fail, you being oblig'd to throw out ſome of your great Cards, you wou'd have a very diſtant Chance of either ſaving or winning the Cards.

IV.

Suppoſe you ſhou'd have the King and Queen of Clubs, a *Terce-Major* in Diamonds, Queen and Knave of Hearts, and a *Quint* from the Knave in Spades.

Query. How are you to diſcard with a probability of making the moſt Points?

Anſwer. You are to throw out the *Quint* to a Knave in Spades, in order to make the moſt Points; becauſe, let us admit that your *Quint* is good for every thing after you have taken in, you in that caſe only ſcore nineteen Points, if you carry it, and you probably give the Cards up, and alſo the Chance of a *Quatorze* of Queens, beſides a great Number of Points in play; and, conſequently,

quently, by carrying the *Quint* you wou'd discard to a great Disadvantage.

V.

Suppose you have the King, Queen, Seven, Eight, and Nine of Clubs; the Queen and Knave of Diamonds; the Queen, Ten, and Nine of Hearts, with the Ace and Nine of Spades.

Query. How are you to discard?

Answer. You are to discard the King, Seven, Eight, and Nine of Clubs, and the Nine of Spades, by which means, you do not only go for three Suits, but you have the same Chance for taking in the fourth Queen, as you wou'd have to take in the Ace of Clubs; besides, the Probability of winning the Cards is greatly in your favour by this Method of discarding.

VI.

Suppose you have the Queen, Ten, Nine,

Nine, Eight, and Seven of Clubs; the Knave and Ten of Diamonds; the King, Queen, and Knave of Hearts, with the Ace and Nine of Spades.

Query. How are you to diſcard?

Anſwer. You are to diſcard the five Clubs, becauſe it is three to one that you do not take in the Knave of Clubs, and the carrying three entire Suits gives you a fairer Chance to ſcore more Points.

VII.

Suppoſe you have the Ace, Queen, and Knave of Clubs; the King, Queen, and Knave of Diamonds; the Queen and Knave of Hearts, with the Ten, Nine, Eight, and Seven of Spades.

Query. How are you to diſcard?

Anſwer. You are to diſcard the Ace of Clubs and the four Spades, becauſe it is only five to four but that you take in a Queen or a Knave; it is alſo about three to two that you take in an Ace; you have alſo

alſo three Cards to your *Terce* to a King to take in, *viz.* the Ace and Ten, or the Ten and Nine to make you a *Quint*, all which Circumſtances conſidered, you have a fair probability of making a great Game; whereas, if you ſhou'd leave a Card, by throwing out the four Spades only, you run the Risk of leaving one of the following Cards, *viz.* the King of Clubs, the Ace of Diamonds, the Ace, Queen, or Knave of Spades, in any of which caſes you wou'd probably looſe more Points than by throwing out the Ace of Clubs; and if you ſhou'd carry two Suits, *viz.* three Clubs, three Diamonds, and the Queen of Hearts, you run the Risk of putting out fourteen Points, and it is only five to four againſt your taking in a Queen or a Knave, and therefore you wou'd diſcard to a great Diſadvantage.

VIII. Sup-

VIII.

Suppoſe you have the King, Queen, and Ten of a Suit, and that your Adverſary has the Ace, Knave, and one ſmall Card of that Suit, and that you have only thoſe three Cards left, and you are to make three Points of them.

Query. What Card are you to play?

Anſwer. You are to play the Ten.

IX.

Suppoſe you have the Ace, Queen, Ten, and Nine of Clubs, alſo the King, Queen, Ten, and Nine of Diamonds.

Query. Which of theſe Suits are you to carry, in order to have the faireſt probability of ſcoring the greateſt Number of Points?

Anſwer. You are to carry the King, Queen, Ten, and Nine of Diamonds, becauſe the Chance of taking in the Ace of Diamonds is exactly equal to that of taking

taking in the King of Clubs, and alſo the Chance of taking in the Knave of Diamonds is equal to that of taking in the Knave of Clubs, by which manner of diſcarding you have a probability of ſcoring fifteen Points for your *Quint* in Diamonds, inſtead of four Points for the *Quart* in Clubs, and the Chance for winning the Cards is better, becauſe by taking in the Ace of Diamonds you have ſeven Tricks certain, which cannot happen by taking in the King of Clubs.

X.

Suppoſe you have four Aces, and two Kings dealt you younger-hand, in order to capot the elder-hand, you are to make a deep Diſcard, ſuch as the Queen, Ten, and Eight of a Suit, by which means, if you happen not to take in any Card to ſuch Suit, you may probably capot the Adverſary.

XI. Sup-

XI.

Suppoſe elder-hand that you have the Ace, Queen, Seven, Eight, and Nine of Clubs, alſo the Ace, Knave, Seven, Eight, and Nine of Diamonds.

Query. Which Suit are you to carry in order to make the moſt Points?

Anſwer. You are to carry the Ace, Knave, Seven, Eight, and Nine of Diamonds, becauſe the taking in the King of Diamonds is equal to the taking in of the King of Clubs, and conſequently as good for winning the Cards; but you have the Chance of taking in the Ten of Diamonds to make you fifteen Points, which Event cannot happen by taking in any one certain Card in Clubs.

XII.

Suppoſe elder-hand that you have the Ace, Queen, Seven, Eight, and Ten of Clubs, alſo the Ace, Knave, Seven, Eight, and Ten of Diamonds. *Query.*

Query. Which Suit is beſt to carry?

Anſwer. You are to carry the Ace, Knave, Seven, Eight, and Ten of Diamonds, becauſe the Chance of taking in the King of Diamonds is equal to the Chance of taking in the King of Clubs, and conſequently as good for winning the Cards; but you have an additional Chance of taking in the Nine of Diamonds to make you fifteen Points, which Event cannot happen by taking in any one certain Card in Clubs.

XIII.

Suppoſe you have the Ace, Queen, Ten, and two more of a Suit, alſo the Ace, Queen, and Ten of another Suit only. And let us ſuppoſe, that your Adverſary has ſhewn ſix Cards for his Point; ſuppoſe the Ace, Queen, and four ſmall ones, and ſuppoſe you are guarded in that Suit; as ſoon as you have the Lead, you are to play from the Suit of which you

you have the fewest in Number, because if he is guarded in that Suit, he is probably unguarded in the other Suit; but shou'd you begin with the Suit of which you have the most in Number, if he happens to be guarded there, you then have no Chance to win the Cards, which may prove otherwise if you begin with the Suit of which you have the fewest in Number; if he is guarded in both Suits, you have no Chance to win the Cards.

CHAP.

CHAP. III.

Some Computations directing with moral Certainty how to discard well any Hand.

I.

THE Chance of an elder-hand's taking one certain Card is 3 to 1 against him.

II.

That of his taking two certain Cards is 18 to 1 against him.

III.

I would know what are the Odds that an elder-hand takes in four Aces?

		against him.	for him
Answer. That he takes in	4 Aces is - -	968 to	1
At least	3 of them is about	33 to	1
	2 of them	3 to	1
	1 of them	2 to	5

IV.

If an elder-hand has one Ace dealt him, what are the Odds that he takes in the other three?

Anſwer. That he takes in the 3 Aces is - - - } against him. 113 to 1 for him
At leaſt 2 of them about 6 to 1
1 of them 2 to 3

V.

If an elder-hand has two Aces dealt him, what are the Odds that he takes in the other two?

Anſwer. That he takes in the other 2 Aces is - - } against him. 18 to 1 for him
At leaſt 1 of them is near 5 to 4 againſt him, or - - - - - - } 21 to 17

VI.

In caſe the elder-hand has two Aces and

and two Kings dealt him, what are the Odds that he takes in either the two Aces or two Kings remaining?

	against him.		for him.
Answer. It is about	17	to	2

VII.

Elder-hand having neither Ace nor King dealt him, what's his Chance to take in both an Ace and a King in 2, 3, 4, or 5 Cards?

	against him.		for him.
Answer. In 2 Cards is about	11	to	1
In 3 Cards	4	to	1
In 4 Cards	9	to	5
In 5 Cards	33	to	31

VIII.

What are the Odds that a younger-hand takes in two certain Cards?

	against him.		for him
Answer. - - -	62	to	1

What are the Odds that a younger-hand takes in three certain Cards?

	against him.	for him
Anſwer. - -	1139 to	1

IX.

The younger-hand having no Ace dealt him, what Chance has he for his taking one?

	against him.	for him
Anſwer. It is - -	28 to	29

X.

If the younger-hand has one Ace dealt him, what are the Odds of his taking in one or two of the three remaining Aces?

	against him.	for him
Anſwer. That he takes in two of them is about	21 to	1
At leaſt one of them	3 to	2

XI.

What are the Odds, that the younger-hand takes in one certain Card?

	against him.	for him
Anſwer. That he does not take it in, is - -	17 to	3

What

What is the Odds of a *Quart-Blanch*?

	against him.	for him
Anſwer. - -	1791 to	1

CHAP. IV.

An EXPLANATION *and* APPLICATION *of the foregoing* CALCULATIONS.

I.

AS by the firſt Calculation, it is three to one, that being elder-hand, you do not take in one certain Card; you have, therefore, a better Chance of advancing your Game, by carrying two Suits for Points and the Cards, than by aiming at *Quatorze* of Queens, Knaves, or Tens.

II.

Second Calculation; to take in two certain Cards elder-hand, is eighteen to one againſt you.

Therefore, ſuppoſe you have a *Quart-Major*, and two other Aces dealt you, the Odds that you do not take in the Ten to your *Quart-Major*, and the other Ace, is eighteen to one againſt you; but that you take in one of them, is only twenty-one to ſeventeen againſt you. And ſuppoſe you have three Aces and three Kings dealt you, the Odds are eighteen to one againſt your taking in the other Ace and the other King; yet it is not much above five to four but that you take in one of them. This Example ſhews, how you are to diſcard in Caſes of the like Nature.

III.

The Odds of taking in four certain Cards,

Cards, as four Aces, *&c.* being nine hundred and ſixty-eight to one by the third Calculation, is ſo great a Chance of not ſucceeding, that it is ſcarce worth further Notice.

But to take in three Cards out of any four certain Cards elder-hand, is only thirty-three to one againſt you.

EXAMPLE.

Suppoſe you have two Aces and two Kings dealt you, the Odds of taking three of them out of four certain Cards, ſuch as two Kings and one Ace, or two Aces and a King, are only thirty-three to one againſt you.

But ſuppoſe you ſhou'd want to take in any two out of four certain Cards, ſuch as the Queen of Clubs, the Ten of Diamonds, the Ace of Spades, and Knave of Hearts, being elder-hand, it appears by the Calculation to be three to one againſt you; and the Odds are the ſame for any two out of four certain Cards.

But, if being elder-hand, you only want one Card out of four, the Odds are five to two in your Favour, that you take it in. Therefore, if you have four Tens, or any inferior *Quatorze* dealt you, and no Ace, it's great Odds in your Favour that, being elder-hand, you take in one Ace, and ought to play your Game accordingly. But you muſt always conſider the Diſadvantage, either of loſing the Cards, or even the Risk of a Capot, which you run the Hazard of, by ſpoiling your Hand, with keeping four Tens when they are not good.

IV.

By the fourth Calculation; if you have one Ace dealt you, it is one hundred and thirteen to one that you do not take in the three others; forty-nine to eight, or about ſix to one, that you do not take in two out of the three; but that you take in one out of the three, is about three to

to two in your Favour, or one hundred and thirty-ſeven to ninety-one.

As for EXAMPLE.

You have a *Quart* from a King, and two Kings more dealt you, as it is three to two that you take in either Ace or Nine to your *Quart* to the King, or the fourth King, as you have the Chance of reck'ning fourteen or fifteen Points by this Method of diſcarding: You ought to play accordingly, and this Method ſhews you how to play any Hand of the like Sort.

But if you ſhou'd diſcard, with an Expectation of taking in two Cards out of three certain Cards, the Odds againſt ſuch an Event being above ſix to one; your Game muſt indeed be very deſperate, if you attempt to diſcard to that purpoſe. The Chance of taking in three certain Cards being one hundred and thirteen to one, is a very diſtant Chance, yet even

ſuch does happen ſometimes, but ought never to be ventur'd upon, but when a Man has no other Reſource in the Game.

V.

The fifth Calculation is, that if you have two Aces dealt you, it is eighteen to one that you do not take in the two other Aces; but only ſeventeen to twenty-one that you take in one of them: Let us illuſtrate the Uſe of this by an Example; ſuppoſe you have a *Quart-Major* dealt you, and a *Quart* to a King, and that you are greatly behind your Adverſary in the Game: To take in the Ten to your *Quart-Major* is three to one againſt you; but to take in the Ace or Nine to your *Quart* to the King, is only about five to four againſt you.

Alſo, by the ſame Rule, ſuppoſe you have three Kings and three Queens dealt you, the Odds of your taking in both a King and a Queen are eighteen to one againſt

againſt you; but that of your taking one of them, is only five to four againſt you.

All other Caſes of the like Nature may be diſcarded by this Method of Calculation.

VI.

As by the ſixth Calculation it is ſeventeen to two that you do not take in two certain Cards out of four, ſuch as two Kings, two Queens, *&c.* You muſt not, therefore, confound this with the third Calculation, where the Odds are not above three to one that you take in two Cards out of the four.

VII.

Having neither an Ace nor a King dealt you, what are the Odds of your taking in both an Ace and a King in two, in three, in four, or in five Cards?

Anſwer.

Anſwer. To take in an Ace and a King

	against you.	for you
In 2 Cards is about	11 to	1
In 3 Cards	4 to	1
In 4 Cards	9 to	5
In 5 Cards	33 to	31

You may obſerve, by the foregoing Calculation, what are the Odds of taking in two, three, four, or five Cards out of any eight certain Cards, and conſequently diſcard to the greateſt Advantage.

The foregoing Calculation is either for the elder or younger-hand.

EXAMPLE.

Let us ſuppoſe the younger-hand to have two *Quatorze* againſt him, he may obſerve, that it is not above four to one but that he takes in one of each of them. The like Rule may ſerve for any other eight certain Cards.

VIII.

As by the eighth Calculation, it is ſixty-

ſixty-two to one that the younger-hand does not take in two certain Cards, which Event happening, he ought not therefore to run the Hazard of ſo great a Chance, but when his Game is deſperate, and does not promiſe him another Deal.

IX.

By the ninth Calculation, as it is twenty-nine to twenty-eight that the younger-hand takes in one Ace, having none dealt him: The Calculation is the ſame for any Card out of four certain Cards.

As for EXAMPLE.

Suppoſe you have two *Quarts* dealt you from the King or Queen of any Suit, it is the ſame Odds of twenty-nine to twenty-eight, but that you take in a Card to make one of them a *Quint*, and therefore you are to diſcard accordingly.

As

As alſo, that you take in either Ace, King, Queen, Knave of any one Suit, when a Pique or a Repique is againſt you.

X.

The tenth Calculation is, that if the younger-hand has one Ace dealt him, it is twenty-one to one that he does not take in two Aces, and about three to two that he does not take in one of them, which Calculation holds good in the taking in any three other certain Cards. Therefore, for Example, let us ſuppoſe, that as it is but three to two againſt the younger-hand's taking one Card out of three to ſave a Pique, or a Repique, it would generally be reckon'd good Play, either to throw one from his Point, or diſcard a King, *&c.* for the Event of ſuch a Chance.

XI.

By the eleventh Calculation, it is ſeventeen to three, younger-hand, againſt your

your taking in any one certain Card; therefore, the Odds of not succeeding in this Case are so greatly against you, that it ought not to be attempted, especially if the winning or saving the Cards is risk'd by so doing, except in desperate Cases.

CHAP. V.

Cases of CURIOSITY *and* INSTRUCTION.

I.

SUPPOSE you are younger-hand, and that you have the Queen, Knave, Seven, Eight, and Nine of Clubs; also the Seven and Eight of Diamonds, the Seven of Hearts, and the Ten, Nine, Eight, and Seven of Spades, and that the elder-hand has left a Card:

Query.

Query. How are you to diſcard to put it in the power of the Cards to repique the elder-hand.

Anſwer. You are to carry the five Clubs and the four Spades, and to leave a Card; and by taking in the Ace, King, and Ten of Clubs, you repique your Adverſary.

II.

Suppoſe you have eight Clubs, the Ace and King of Diamonds, the Ace of Hearts, and the Ace of Spades:

Query. Whether you repique the younger-hand, or not?

Anſwer. The younger-hand may have a *Quart-blanche*, by having three *Quarts* from a Ten, which reckons firſt; and therefore he is not repiqued.

III.

What is the higheſt Number to be made of a Pique?

Anſwer.

Anſwer. Eighty-two Points.

What are the Cards which compoſe that Number.

Anſwer. A *Quart-Major* in Clubs, a *Quart-Major* in Diamonds, Ace, King, and Ten of Hearts, with the Ace of Spades.

This is only upon ſuppoſition that the *Quart-Major* is good for every thing.

IV.

What is the higheſt Number to be made of a Repique and Capot?

Anſwer. A hundred and ſeventy points.

What are the Cards which compoſe that Number?

Anſwer. The four *Terce-Majors*, which are ſuppoſed to be good for every thing.

V.

Suppoſe you are elder-hand, and that you want eight Points of the Game, and that the younger-hand wants twenty-three

three Points; and ſuppoſe you have dealt you the Ace, King, and Queen of Clubs, the Ace, King, and Ten of Diamond, the Ace, Knave, and Nine of Hearts, the Knave, Nine, and Seven of Spades:

Query. How are you to diſcard to prevent any poſſibility of the younger-hand's making twenty-three Points, and he is not to reckon a *Charte-blanche?*

Anſwer. You are to diſcard the King and Queen of Clubs, and the Knave, Nine, and Seven of Spades, by which Method of diſcarding, you are certain to make eight Points before the younger-hand can make twenty-three Points.

VI.

Suppoſe you have the Ace, Queen, and Knave of Clubs, with the King and Ten of Diamonds, and ſuppoſe your Adverſary has the Ace, Queen, and Knave of Diamonds, and the King and Ten

Ten of Clubs, your Adverſary being to lead is to make five Points, or to loſe the Game.

Query. How ſhall you play to prevent him from making of five Points?

Anſwer. When he plays his Ace of Clubs, you are to play your King of Clubs, by which means he can make only four Points.

VII.

A and *B* play a Partie at Piquet.

They are one Game each of the Partie.

A has it in his power to win the ſecond Game, but then he is younger-hand at the beginning of the next Game.

A has it alſo in his power to reckon only ninety-nine Points of the ſecond Game, and *B* is to be ſeventy:

Query. Whether it is *A*'s Intereſt to win the ſecond Game or not?

Anſwer.

Anſwer. It is *A*'s Intereſt to win the ſecond Game, in the proportion of fourteen to thirteen in his favour.

CHAP. VI.

Some COMPUTATIONS *for laying Money at the Game at* Piquet.

I.

IT is five to four that the eldeſt Hand wins the Game.

II.

It is about two to one that the eldeſt hand does not lurch the younger-hand.

III.

It is near four to one that the younger-hand does not lurch the elder-hand.

Suppoſe

Suppoſe A *and* B *make a Partie at* Piquet.

I.

A has the Hand; What's the Odds that *A* wins the Partie?

Anſwer. It is about twenty-three to twenty.

II.

If *A* has one Game, and *B* one Game, he who is eldeſt-hand has above five to four to win the Partie.

III.

If *A* has two Games love before they cut for the Deal, the Odds are above four to one that he wins the Partie.

IV.

If *A* has two Games love, and *A* has the Hand, the Odds are about five to one that he wins the Partie.

V. If

V.

If *B* has the Hand when *A* is two love, the Odds in favour of *A* are about three and a half to one.

VI.

If *A* has two Games, and *B* one, before they cut, the Odds in favour of *A* are above two to one.

VII.

If *A* has the Hand, and two Games to one, the Odds are about eleven to four.

VIII.

If *B* has the Hand, when *A* is two Games to one, the Odds in favour of *A* is about nine to five.

IX.

If *A* is one Game love, and elder-

hand

and, the Odds in favour of *A* is about
eventeen to ſeven.

X.

If *A* is one Game love, and younger-
hand, the Odds in favour of *A* is about
wo to one.

CHAP. VII.

LAWS *of the Game at* Piquet.

I.

THE elder-hand is oblig'd to lay out one Card.

II.

If the elder-hand takes in one of the three Cards which belongs to the younger-hand, he loſes the Game.

III. If

III.

If the elder-hand, in taking his five Cards, ſhould happen to turn up a Card belonging to the younger-hand, he is to reckon nothing that Deal.

IV.

If the elder or younger-hand play with thirteen Cards, he counts nothing.

V.

If the elder-hand has thirteen Cards dealt him, it is in his Option whether he will ſtand the Deal or not; and if he chuſes to ſtand the Deal, he is to diſcover it, and to diſcard five Cards, and to take in four only.

VI.

If the elder or younger-hand reckons what they have not, they count nothing.

VII. If

VII.

If the elder-hand touches the Stock after he has diſcarded, he cannot alter his Diſcard.

VIII.

If a Card is faced, and it happens to be diſcover'd either in dealing or in the Stock, there muſt be a new Deal, unleſs it be the bottom Card.

IX.

If the Dealer turns up a Card in dealing belonging to the elder-hand, it is in the Option of the elder-hand to have a new Deal.

X.

If the younger-hand takes in five Cards, it is the Loſs of the Game, unleſs the elder-hand has left two Cards.

XI.

If the elder-hand calls Forty-one for his Point which happens to be a *Quart-major*, and it's allow'd to be good, and only reckons four for it and plays away, in this caſe he is not intitled to count more.

XII.

If the elder-hand ſhews a *Point*, or *Quart*, or *Terce*, and asks if they are good, and afterwards forgets to reckon any of them, it bars the younger-hand from reckoning any of equal Value.

XIII.

Chart-blanche counts firſt, and conſequently ſaves Piques and Repiques: It alſo piques and repiques the Adverſary in the ſame manner, as if thoſe Points were reckon'd in any other way.

XIV. *Quar*

XIV.

Quart-blanche reckons before any thing elſe, but need not be ſhewn till the Adverſary has firſt diſcarded; only if you are eldeſt-hand, you muſt bid the younger-hand to diſcard for *Quart-blanche*, which after he has done, you ſhew your *Blanche* by counting your Cards down one after another.

XV.

You are to cut two Cards at the leaſt.

XVI.

If you call a Point and do not ſhew it, you reckon nothing for it; and the younger-hand may ſhew and reckon his Point.

XVII.

If you play with eleven Cards, or fewer, no Penalty attends it.

XVIII.

If the elder-hand leaves a Card, and after he has taken in, he happens to put to his Diſcard the four Cards taken in, they muſt remain with his Diſcard, and he only play with eight Cards, *viz.* thoſe added to his Diſcard.

XIX.

If the younger-hand leaves a Card or Cards, and mixes it with his Diſcard before he has ſhewn it to the elder-hand, who is firſt to tell him what he will play, the elder-hand is intitled to ſee his whole Diſcard.

XX.

If the younger-hand leaves a Card or Cards, and does not ſee them, nor mixes them to his Diſcard, the eldeſt-hand has no right to ſee them; but then they muſt remain ſeparate whilſt the Cards are playing

playing, and the younger-hand cannot look at them neither all that while.

XXI.

If the younger-hand leaves a Card or Cards, and looks at them, the elder-hand is intitled to ſee them, firſt declaring what Suit he will lead.

XXII.

If the Dealer deals a Card too many or too few, it is in the Option of the elder-hand to have a new Deal; but if he ſtands the Deal, he muſt leave three Cards for the younger-hand.

XXIII.

You are in the firſt place to call your Point; and if you have two Points, if you deſign to reckon the higheſt, you are to call that firſt, and are to abide by your firſt Call.

XXIV.

You are to call your *Terces*, *Quarts*, *Cinques*, &c. next; and to call the higheſt of them, in caſe you deſign to reckon them.

XXV.

You are to call a *Quatorze*, preferable to three Aces, *&c.* if you deſign to reckon them.

XXVI.

If you call a *Terce*, having a *Quart* in your Hand, you muſt abide by your firſt Call.

SOME

RULES *and* OBSERVATIONS

FOR

Playing well at CHESS.

I.

YOU ought to move your Pawns before you ſtir your Pieces, and afterwards to bring out your Pieces to ſupport them; therefore the Kings, Queens, and Biſhops Pawns ſhould be the firſt played, in order to open your Game well.

II.

You are not therefore to play out any of your Pieces early in the Game, be-

cauſe you thereby loſe Moves, in caſe your Adverſary has it in his power, by playing a Pawn upon them, to make them retire, and alſo opens his Game at the ſame time; eſpecially avoid playing your Queen out, 'till your Game is tolerably well open'd.

III.

Avoid giving uſeleſs Checks, and never give any, unleſs you thereby gain ſome Advantage, becauſe you may loſe the Move if he can either take or drive your Piece away.

IV.

Never crowd your Game, by having too many Pieces together, for fear of choking up your Paſſage ſo as to hinder your advancing or retreating your Men as occaſion may require.

V. If

V.

If your Game happens to be crowded, endeavour to free it by making Exchanges of Pieces or Pawns, and Caſtle your King as ſoon as you conveniently can.

VI.

Endeavour to crowd the Adverſary's Game, which is to be done thus; when he plays out his Pieces, before he does his Pawn, you are to attack them as ſoon as you can with your Pawns, by which you make him loſe Moves, and conſequently crowd him.

VII.

Never attack the Adverſary's King without a ſufficient Force; and if he attacks your King, and you have it not in your power to attack his, you are to offer Exchanges with him; and if he re-

tires, when you preſent a Piece to exchange, he may loſe a Move, and conſequently you gain an Advantage.

VIII.

Play your Men in ſo good Guard of one another, that if any Man you advance be taken, the adverſe Piece may alſo be taken by that which guarded your's; and for this purpoſe, be ſure to have as many Guards to your Piece, as you ſee your Adverſary advance Pieces upon it; and if you can, let them be of leſs Value than thoſe he aſſails with. If you find that you can't well ſupport your Piece, ſee if by attacking one of his that is better, or as good, whether you can't thereby ſave your's.

IX.

Never make an Attack but when well prepar'd for it; nor give uſeleſs Checks, for thereby you open your Adverſary's Game,

Game, and make him ready prepar'd to pour in a ſtrong Attack upon you, as ſoon as your weak one is over.

X.

Never play any Man 'till you have examin'd whether you are free from Danger by your Adverſary's laſt Move; nor offer to attack 'till you have conſider'd what Harm he would be able to do you by his next Moves in conſequence of your's; that you may prevent his Deſigns, if hurtful, before it be too late.

XI.

When your Attack is in a proſperous Way, never be diverted from purſuing your Scheme (if poſſible) on to giving him Mate, by taking any Piece, or other Advantage, your Adverſary may purpoſely throw in your Way, with the Intent, that by your taking that Bait, he might gain a Move that would make your Deſign miſcarry.

XII.

When you are purſuing a well-lay'd Attack, but find it neceſſary to force your way thro' your Adverſary's Defence, with the Loſs of ſome Pieces; if upon counting as many Moves forwards as you can, you find a Proſpect of Succeſs, ruſh on boldly, and ſacrifice a Piece or two to gain your End: Theſe bold Attempts make the fineſt Games.

XIII.

Never let your Queen ſtand ſo before your King, as that your Adverſary, by bringing a Rook or a Biſhop, might check your King if ſhe were not there, for you might hardly chance to ſave her.

XIV.

Let not your Adverſary's Knight (eſpecially if duely guarded) come to check your King and Queen, or your King and Rook,

Rook, or your Queen and Rook, or your two Rooks, at the ſame time; for, in the two firſt Caſes, the King being forc'd to go out of Check, the Queen or the Rook muſt be loſt; and in the two laſt Caſes, a Rook muſt be loſt, at beſt for a worſe Piece.

XV.

Take care that no guarded Pawn of your Adverſary's fork two of your Pieces.

XVI.

When the Kings have caſtled on different Sides of the Board, the Adverſary muſt advance upon the other King the Pawns he has on that Side of the Board, taking care to bring his Pieces, eſpecially his Queen and Rooks, to ſupport them; and the King that has caſtled, is not to ſtir his three Pawns 'till forc'd to it.

XVII.

In playing the Game, endeavour to have

have a Move as it were in Ambuſcade; what is meant by it, is to place the Queen, Biſhop, or Rook behind a Pawn, or a Piece, in ſuch a Manner, as that upon playing that Pawn, or Piece, you diſcover a Check upon your Adverſary's King, and conſequently may often get a Piece, or ſome other Advantage by it.

XVIII.

Never guard an inferior Piece with a better, if you can do it with a Pawn, becauſe that better Piece may in that caſe be, as it were, out of play; for the ſame reaſon, you ought not to guard a Pawn with a Piece, if you have it in your Power to guard it with a Pawn.

XIX.

A Pawn paſſed, and well ſupported, often coſts the Adverſary a Piece. And if you play to win the Game only, whenever you have gain'd a Pawn, or any other

other Advantage, and are not in Danger of losing the Move thereby, make as frequent Exchanges of Pieces as you can.

XX.

If you have three Pawns each upon the Board, and no Piece, and you have one of your Pawns on one Side of the Board, and the other two on the other Side, and your Adversary's three Pawns are opposite to your two Pawns, march with your King as soon as you can to take his Pawns, and if he goes with his King to support them, go on to Queen with your single Pawn, and if he goes to hinder him, take his Pawns, and push the others to Queen: This shews the Advantage of a pass'd Pawn.

XXI.

At the latter End of a Game, each Party having only three or four Pawns on different Sides of the Board, the Kings

Kings are to endeavour to gain the Move in order to win the Game. For Example; if you can bring your King oppoſite to your Adverſary's King, with only one Houſe between you, you will have gain'd the Move.

XXII.

When your Adverſary has his King and one Pawn on the Board, and you have your King only, you will never loſe that Game, if you can bring your King to be oppoſite to your Adverſary's, when he is immediately either before, or on one ſide of his Pawn, and there is only one Houſe between the Kings.

XXIII.

When your Adverſary has a Biſhop and one Pawn on the Rook's Line, and his Biſhop is not of the Colour that commands the Corner-Houſe his Pawn is going to, and you have only your King,

if

if you can get into that Corner you can't lose that Game, but may win it by a Stale.

XXIV.

When you have greatly the Disadvantage of the Game, having only your Queen left in play, and your King happens to be in the Position of Stale-Mate, keep giving Check to your Adversary's King, always taking care not to check him where he can interpose any of his Pieces that makes the Stale; so doing, you will at last force him to take your Queen, and then you win the Game by being in Stale-Mate.

XXV.

Never cover a Check with a Piece that a Pawn push'd upon it may take, for fear of only getting that Pawn for it.

XXVI.

Always take care that your Adversary's King

King has a Move, for fear of giving a Stale-Mate; therefore, don't crowd him up with your Pieces, leaſt you inadvertently give One.

Explanations and Applications of ſome of the foregoing Rules and Obſervations.

I.

WHETHER you play the open Game, or the cloſe Game, be ſure you bring out all your Pieces into play before you begin to attack; for if you don't, and your Adverſary does, you will always attack, or be attack'd, at a great Diſadvantage; this is ſo eſſential, that you had better forego an Advantage than deviate from it; and I may venture to pronounce, that no Perſon can ever play well at this Game, that does not put this Rule ſtrictly in Practice;

tice; and don't let any Body imagine, that theſe preparatory Moves are uſeleſs, becauſe he does not receive an immediate Advantage from them; they are juſt as neceſſary, as it is at Whiſt, to deal thirteen Cards round before you begin to play. In order to bring out your Pieces properly, I would adviſe to puſh on your Pawns firſt, and ſupport them with your Pieces, and you will receive this Advantage from it, that your Game won't be crowded; I mean by this, that all your Pieces will be at Liberty to play and aſſiſt each other, and ſo co-operate towards obtaining your End; and this farther is to be obſerv'd, that either in your Attack, or Defence, you bring them out ſo as not to be drove back again.

II.

When you have brought out all your Pieces, as I have premis'd, which you will have done very well, eſpecially if you

you have your Choice on which Side to caſtle (which I would always adviſe to do) I would then pauſe a while, and conſider thoroughly my own and my Adverſary's Game, and from his Situation, and obſerving where he is weakeſt, I would not only take my Reſolution where to caſtle, but likewiſe where to begin my Attack; and it ſtands to Reaſon, you can't do it in a better Place than where you are ſtrongeſt, and your Enemy weakeſt. By this Method 'tis very probable, that you will be able to break thro' your Adverſary's Game, in which Fray ſome Pieces muſt of courſe be exchang'd. But now pauſe again, and ſurvey both Games attentively, and don't let your Impetuoſity hurry you on too far with this firſt Succeſs; and my Advice to you now in this critical Juncture (eſpecially if you ſtill find your Adverſary pretty ſtrong) is to rally your Men again, and put them in good Order for a

ſecond

cond or third Attack if needful, ſtill eeping your Men cloſe and connected gether, ſo as to be of uſe to each ther: For want of this Method, and a ttle Coolneſs, I have often ſeen an al-noſt ſure Victory ſnatch'd out of a Player's Hands, and a total Overthrow nſue. But if after all you can't pene-rate ſo far as to win the Game; never-heleſs, by obſerving theſe Directions, I pprehend you may ſtill be very ſure of aving a well-diſpos'd Game; and this rings me to the third Part of the Game, which is the Concluſion.

III.

And now that I am come to the laſt Period of the Game, which abounds alſo with Difficulties and Niceties; it muſt be obſerv'd, where your Pawns are ſtrongeſt, beſt connected together, and neareſt to Queen; you muſt likewiſe mind how your Adverſary's Pawns are diſpos'd,

diſpos'd, and in what Degree of Preferment they are; and compare theſe Things together, and if you find you can get to Queen before him, you muſt proceed without Heſitation; if not, you muſt hurry on with your King to prevent him; I ſpeak now, as ſuppoſing all the Noblemen are gone; if not, they are to attend your Pawns, and likewiſe to prevent your Adverſary's from going to Queen.

Some general RULES, *by way of Corroboration and Supplement to what has been already ſaid.*

I.

DON'T be too much afraid of loſing a Rook for an inferior Piece: My Reaſon is this, altho' a Rook is better than any other except the

the Queen, yet it ſeldom comes into play ſo as to operate until the End of the Game, and, therefore, it happens very often, that 'tis better to have a leſs good Piece in play than a better out.

II.

When you have mov'd a Piece, ſo that your Adverſary drives you away with a Pawn, take it for granted (generally ſpeaking) that it is a bad Move, your Enemy gaining that double Advantage over you of advancing himſelf, and making you retire: I think this deſerves Attention; for altho' the firſt Move may not be much between equal and good Players, yet the Loſs of one or two more, after the firſt, makes the Game almoſt irretrievable. Alſo, if you defend and can recover the Move, or the Attack, (for they both go together) you are in a fair Way of winning.

III. If

III.

If you make ſuch a Move as that, having Liberty to play again, you can make nothing of it, take it for granted 'tis an exceeding bad one; for at this nice Game no Move can be indifferent.

IV.

If your Game is ſuch, that you have ſcarce any thing to play, 'tis your own Fault, either for having brought out your Pieces wrong, or, which is worſe, not at all; for if you have brought them out right, you muſt have Variety enough to play.

V.

Don't be too much afraid of doubling a Pawn, three Pawns together are ſtrong, but four, that make a ſquare, with the Help of other Pieces well-manag'd, make an invincible Strength, and, probably, in

in time of need, may produce you a Queen; on the other ſide, two Pawns, with an Interval between, are no better than one; and if imprudently you ſhould have three over each other in a Line, your Game can't be in a worſe Situation; examine this on the Table, and the Truth of it will ſtrike you. Your Buſineſs therefore, is to keep your Pawns cloſe cemented and connected together, and it muſt be great Strength on the other ſide that muſt over-power them.

VI.

When a Piece is ſo attack'd as that you can't ſave it, give it up, and beſtow your Thoughts how to annoy your Enemy in another Place, whilſt he is taking it; for it very often happens, that whilſt your Adverſary is running madly after a Piece, you either get a Pawn or two, or ſuch a Situation as ends in his Deſtruction.

VII.

Suppoſing your Queen and another Piece are attacked at the ſame time, and that by removing your Queen you muſt loſe your Piece; in this caſe, if you can get two Pieces in exchange for your Queen, I would adviſe you rather to do it, than retire; for obſerve, 'tis the difference of three Pieces, which is more than the worth of a Queen; beſides, that you keep your Game entire, and preſerve your Situation, which very often is better than a Piece; nay, rather than retire, I would give my Queen for a Piece and a Pawn or two, nay, almoſt for what I can get; for do but obſerve, amongſt good Players, this one thing, (to convince you this Advice is not bad) that when the Attack and Defence is thoroughly form'd, and every thing prepar'd for the Storm, if he that plays firſt is oblig'd by the Act of

the Perſon that defends to retire, it generally ends in the Loſs of the Game of the attack'd Side.

VIII.

Don't aim at changing without reaſon; 'tis ſo far from being right, that a good Player will take this Advantage of it, that he will ſpoil your Situation and mend his own; but in theſe following Caſes 'tis quite right; when you are ſtrongeſt, eſpecially by a Piece, then every time you change, your Advantage increaſes; this is ſo plain it needs no Argument: Again, when you have play'd a Piece and your Adverſary oppoſes one to you, change directly, for 'tis plain he wants to remove you; prevent him therefore, and don't loſe the Move.

IX.

Every now and then I would have

you caſt up your Game, and make the Balance, then take your Meaſures accordingly.

X.

At the latter-end of the Game eſpecially, remember your King is a Capital Piece, and don't let him be idle; 'tis by his means, generally, you get the Move and the Victory.

XI.

Obſerve this alſo, that as the Queen, Rook, and Biſhop operate at a diſtance, 'tis not always neceſſary in your Attack to have them near your Adverſary's King; they do better at a diſtance, can't be drove away, and prevent a Stale Mate.

XII.

When you have a Piece that you can take, and that can't eſcape you, don't be

in

in a hurry; ſee where you can make a good Move elſewhere, and take it at your leiſure.

XIII.

'Tis not always right to take your Adverſary's Pawn with your King, for very often it happens to be a Safeguard and Protection to your King.

XIV.

When you can take a Man with different Pieces, don't do it with the firſt that occurs, but conſider thoroughly with which you had beſt take it.

LAWS *at* CHESS.

I.

IF you touch your Man, you must play it, and if you quit it you cannot recall it.

II.

If by Mistake, or otherwise, you play a false Move, and your Adversary takes no notice of it till he hath play'd his next Move, neither of you can recall it.

III.

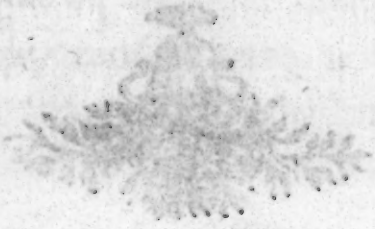
If you misplace your Men, and play two Moves, it lieth in your Adversary's Power or Choice whether he will permit you to begin the Game, or not.

IV. If

IV.

If the Adverſary playeth or diſcovereth a Check to your King, and gives no notice of it, you may let him ſtand ſo till he gives notice.

V.

After your King has moved, you cannot Caſtle.

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